

**IN THE SPECIFICATION**

Please amend the title as follows:

Title

**VIDEO PROCESSING METHOD AND APPARATUS FOR ANTI-ALIASING**

Please amend the last paragraph on page 5 beginning at line 35 as follows:

[0038] FIG. 2 schematically illustrates the architecture of the Emotion Engine 100 of FIG. 1. The Emotion Engine 100 comprises: a floating point unit (FPU) 104; a central processing unit (CPU) core 102; vector unit zero (VU0) 106; vector unit one (VU1) 108; a graphics interface unit (GIF) 110; an interrupt controller (INTC) 112; a timer unit 114; a direct memory access controller 116; an image data processor unit (IPU)~~116~~ 118; a dynamic random access memory controller (DRAMC) 120; a sub-bus interface (SIF) 122; and all of these components are connected via a 128-bit main bus 124.

Please amend the paragraph on page 7 at lines 25-28 as follows:

[0046] FIG. 3 schematically illustrates the configuration of the Graphic Synthesiser 200. The Graphics Synthesiser comprises: a host interface 202; a set-up/rasterizing unit 204; a pixel pipeline 206; a memory interface 208; a local memory 212 including a frame page buffer 214, a Z buffer 215, and a texture page buffer 216; and a video converter 210.

Please amend the paragraph on page 12 at lines 23-28 as follows:

[0064] It is necessary to provide an interface in order to import video and audio data into the PlayStation2. The HDD 900\_800 requires video data in MPEG2 I-frame only format and audio data in PCM format so that hardware is required to convert either DV streams or analogue video/audio into the format required by the HDD. Hardware must also be provided to allow the output video and audio to be converted back to DV format so that it can be digitally recorded by the user.

Please amend the first paragraph on page 17 as follows:

[0080] FIG. 10 is a flow chart outlining the stages involved in construction of the final version of the anti-aliased image. At stage 1510 a primitive processed foreground image is constructed from a group of graphics primitives and the perimeter of each graphics primitive is anti-aliased. At stage 1510\_1520 a background image is created from a single sprite the size of the full screen and the background video is alpha blended with the foreground video using the foreground's alpha values to create image 1 of FIG. 9A. At stage 1530 an original non anti-aliased version of the foreground image is drawn on top of the primitive processed version. Due to the blurring of edges resulting from anti-aliasing, the outer periphery of the underlying primitive processed image remains exposed. At stage 1540 the combined image of FIG. 9B is doubled in size vertically and shifted by 1/2 pixel horizontally to force interpolation of pixel values. At stage 1550 the combined image is reduced in size by 1/2 and shifted back horizontally by 1/2 pixel. The result is a softened image which has been horizontally and vertically filtered.

Finally at stage 1560 the softened image is used to replace the image regions for which alpha is less than one, including the peripheral regions of image 2.